

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claims:

1. (Currently amended) A method of playing a game, comprising:

~~Providing providing~~ a first player with a sensor and a second player with a sensor for measuring brain wave frequencies of the players; ~~and~~

the first player rolling a magnetic unit on top of a playing area in an x-direction toward ~~the second player a goal area of a the first player~~ when the brain wave frequency of the first player is ~~being~~ between 3-12 Hz and the brain wave frequency of the first player is ~~being~~ below a brain wave frequency of the second player, thereby indicating the mental state of the first player is more relaxed as compared to the mental state of the second player, and

the first player increasing a velocity of the magnetic unit by lowering the brain ~~wave wave~~ frequency of the first player towards 3 Hz[;]],

2. (Currently amended) The method according to claim 1 wherein the method further comprises floating the unit a ~~constant~~ distance (D) over the playing area.
3. (Previously presented) The method according to claim 1 wherein the method further comprises measuring theta wave, alpha wave and beta wave frequencies of the brains of the players.
4. (Previously presented) The method according to claim 1 wherein the method further comprises the player navigating the unit through a labyrinth by moving the unit in both the x-direction and the y-direction.
5. (Previously presented) The method according to claim 1 wherein the method further comprises the player moving the unit in the x-direction by lowering the brain wave frequency to a value that is

lower than a value of a brain wave frequency while the player simultaneously moves the unit in the y-direction when the brain wave frequency exceeds 18 Hz.

6. (Previously presented) The method according to claim 1 wherein the method further comprises the player winning the game by moving the unit to a segment adjacent to the player.

7. (Previously presented) The method according to claim 1 wherein the method further comprises the player losing the game by moving the unit over an edge in the y-direction.

8. (Previously presented) The method of claim 1 wherein the method further comprises the first player rolling the unit in a y-direction perpendicular to the x-direction when the brain wave frequency of the first player is at least 18 Hz and the brain wave frequency of the first player is greater than the brain wave frequency of the second player.

9. (Previously presented) The method of claim 1 wherein the magnetic unit is a ball.

10. (New) The method of claim 2, wherein the distance (D) is a constant distance.